AVENGER
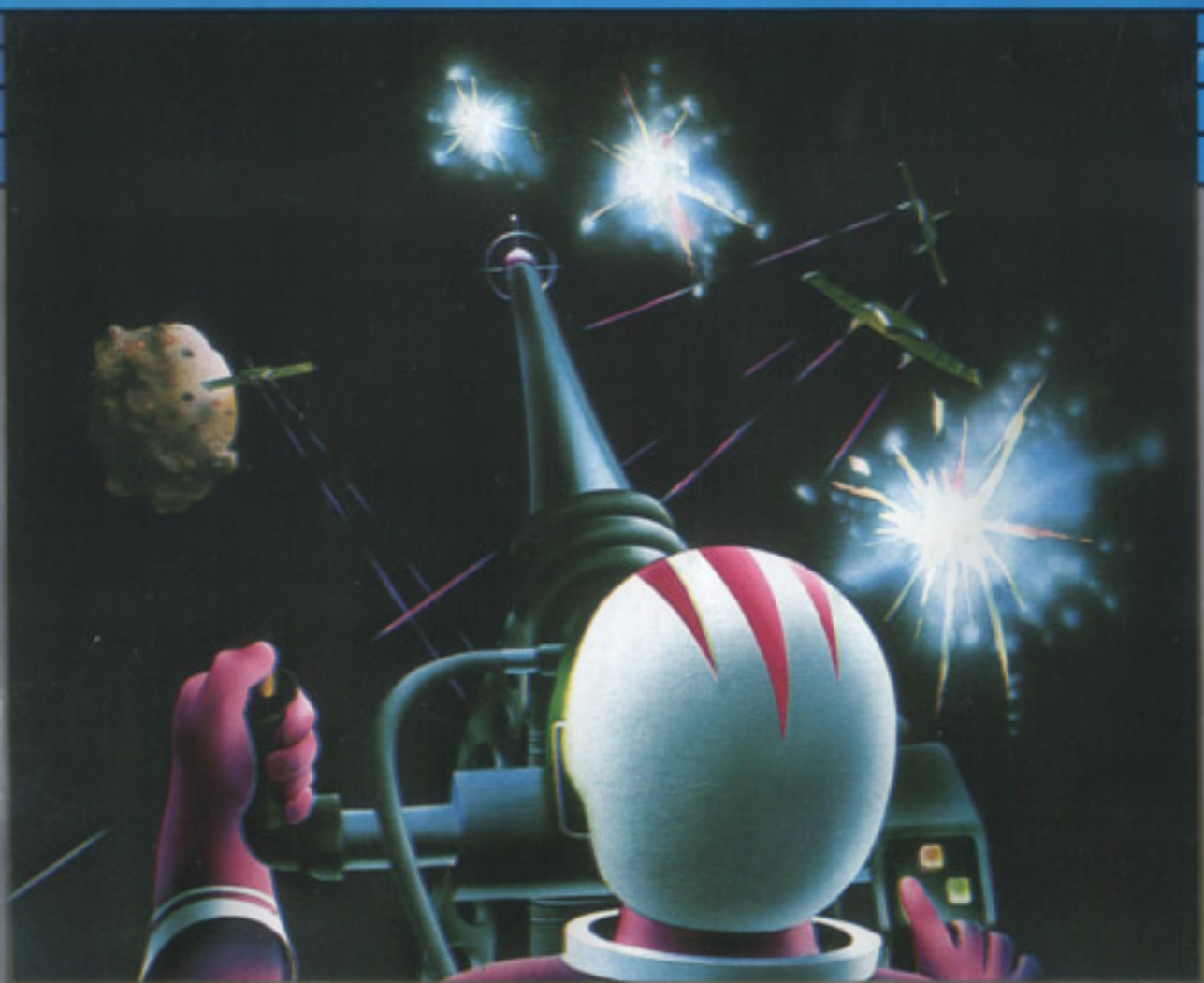
INSTRUCTIONS
AVENGER

STARTING THE GAME

1. Turn OFF your Commodore 64 before inserting or removing any cartridge.

2. Insert the cartridge, with the label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening farthest to the right when the keyboard is facing you.

3. Turn ON the Commodore 64. The opening AVENGER title screen should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Then carefully re-insert the cartridge and try again.

4. AVENGER is now in the DEMO mode. Press the fire button on your paddle or joystick, or press the F1 key on the keyboard to start the game.

GAME DESCRIPTION

The alien attacking force relentlessly approaches the planet. You control the planet's only line of defense, ships that are equipped with laser blasters. If is your responsibility to destroy the attackers with your laser blasts while avoiding their flow of laser and photon fire. There are four bases on the planet's surface offering protection from the aliens' weapon fire, but as the attackers advance toward you their weapons demolish the bases. The attack starts slowly, but the aliens increase their attack speed as they near the planet. They descend on the planet in waves, and if you can hold off the attack wave of alien troops, you buy time for your planet's technicians to rebuild the bases and construct new laser crafts. However, if you defeat an attack wave, you must then

face an alien force that begins its attack closer to the planet's surface and at an even greater speed! As you destroy the major thrust of an attack wave, the surviving aliens become faster and more elusive. You can further damage the alien force by gunning down a troop transport ship that has had the poor judgement to pass within range of your weaponry. Still, the seemingly endless flow of aliens continues to challenge our defense of the planet, while you must be constantly ready to face the next attack wave.

CONTROLS

AVENGER is designed to be used with JOYSTICKS, or the KEYBOARD. Plug your joystick into CONTROL PORT 1, or simply use the keyboard.

MOVEMENT
JOYSTICK

Push the joystick to the RIGHT to move your laser to the RIGHT. Push your joystick to the LEFT to move to the LEFT.

KEYBOARD

Press the letter "L" to move your laser to the LEFT. Press the semi-colon key (;) to move to the RIGHT.

FIRING

Hit the FIRE BUTTON on your joystick to shoot the laser. If you're using the keyboard, pressing the letter "A" fires the laser blast.

SPECIAL KEYS AND FUNCTIONS

KEY	FUNCTION
F1, FIRE BUTTON	Starts game
F3	Selects number of players (1 or 2)
F5	Selects skill level for start of play (1-4)

DEMO MODE

If you don't hit the fire button or the f1 key when you turn on the AVENGER cartridge, the game goes into DEMO MODE. The game screens and the title page will be displayed. Your computer will play until you start the game.

SCORE VALUES

...............?? mystery points each

...............30 points each

...............20 points each

...............10 points each

STRATEGY HINTS

The advancing aliens move forward when they reach the edge of the screen. This means that you can slow their advance by eliminating the end columns first and working your way toward the middle attackers. If the aliens can advance far enough to reach your base the game will end. To avoid this, it's a good idea to fire at all aliens no matter what their position once they turn yellow. When you're down to the last few aliens on the screen, position yourself just to one side of a barrier and wait for the aliens to pass overhead. This makes you less vulnerable to alien attack and keeps you in position to "pick off" the aliens at your own pace. Don't forget to fire at the bonus ships that fly past at the top of the screen. They can really help you rack up the points. Remember once you fire a laser blast, you can't fire another until it hits a target or leaves the screen. Sometimes, especially in the early levels, it's a good idea to blast holes in your own defenses. This gives you a way to shoot at the aliens without them being able to shoot back at you, since you are protected by the base while you still have an opening to shoot through. In addition, it's a good idea to stay ahead of the aliens as they move from one side to the other. Then, as a column of aliens is about to enter your weapon's range, open fire and knock them off as they move past. This is particularly important when there's only a few aliens left and they're moving very fast.

Commodore 64

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Commodore Datassette(TM):
Store your own computer programs on standard audio cassette tapes or use our low priced pre-recorded tape programs.

This cartridge may only be used with the Commodore 64 system.